THE DAYLIGHT BOMBING OF NAZI EUROPE BY

U.S.A.A.F.™

UNITED STATES ARMY AIR FORCE

SSI™

STRATEGIC SIMULATIONS, INC.

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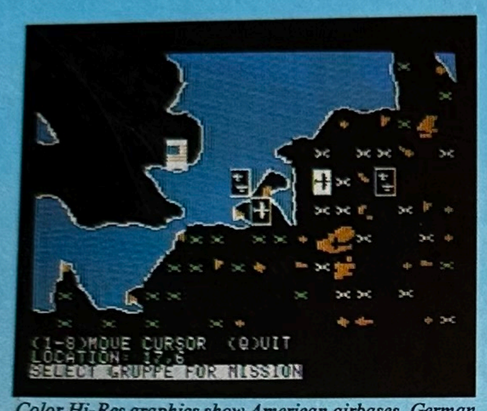
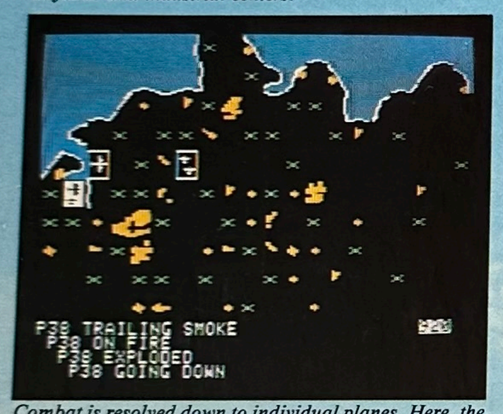
48K APPLE®

For the Apple® II with Applesoft ROM card. II Plus, IIe, & IIc

As dawn's first rays streak across the sky, the dull drone of bomb-laden B-24 Liberators fills the air. The beauty of the morning offers the pilots no peace; for they know that all too soon, this serenity will shatter amidst flak bursts and the blaze of enemy fighter fire. Resolutely, they prepare to run the gauntlet. Destination: Nazi Europe.



Color Hi-Res graphics show American airbases, German airfields and industrial centers.



Combat is resolved down to individual planes. Here, the computer shows a P-38 group's losses during a dogfight.

ID	GROUP	AS	AU	EX	MO	TYPE	AF
8	3/JG11	21	27	74	53	FW190A	0
6	3/JG2	1	23	89	10	FW190D	1
9	1/JG26	33	12	69	58	FW190A	2
10	2/JG26	35	15	50	47	FW190A	3
4	1/JG2	23	22	71	51	FW190D	4
11	3/JG26	25	20	50	61	FW190A	5
65	3/JG51	30	10	68	45	ME109G	6
52	4/JG3	24	21	69	54	ME109K	7
14	2/JG54	32	13	50	55	FW190A	8
2	2/JG1	35	15	50	60	FW190D	9
3	3/JG1	24	25	54	49	FW190D	10
97	JU44	19	19	61	75	ME262A	10
15	4/JG54	4	27	62	17	FW190A	11
49	1/JG3	25	20	61	38	ME109K	12
17	JGR200	22	23	81	40	FW190A	13
7	1/JG11	0	50	56	47	FW190D	14
68	2/JG52	22	23	69	45	ME109G	16
51	3/JG3	25	15	58	65	ME109K	17

PRESS <SPC> TO CONTINUE

German air gruppe status display.

ID	CITY	HVY FLAK	LT FLAK
19	NICE	0	0
20	BELFORT	3	3
21	LUXEMBOURG	7	9
22	DUSSELDORF	104	74
23	EMDEN	60	66
24	ESSEN	143	110
25	COLOGNE	91	66
26	MAINZ	55	58
27	SAARBRUCKN	52	54
28	OSNABRUCK	53	61
29	BIELEFELD	59	62
30	FRANKFURT	67	58
31	MANNHEIM	63	66
32	KARLSRUHE	63	53
33	MILAN	52	50
34	GENOA	51	53
35	BREMRHAVEN	55	58
36	STUTTGART	65	50
37	FRIEDRICHS	55	54

PRESS <SPC> TO CONTINUE

A report of the number of flak units in each Nazi-occupied city.

"Bomb the devils around the clock," vowed U.S. Brigadier General Ira Eaker. For that vital objective, USAAF committed its forces to complement the British nighttime bombing of Germany. Daring what even the rakehell RAF had deemed impossible, intrepid American pilots braved the daytime skies over Germany. The risk — naked exposure to enemy ground guns and planes. The reward — better visibility for precision bombing.

Now, USAAF lets you command this elite corps of brave airmen in a day-by-day simulation of the daylight strategic bombing of Nazi Europe.

The action is broken down into daily decisions and raids. Results are so specific that every single serviceable aircraft is accounted for at the beginning and end of each mission. Even intangible factors such as group morale and experience are assessed daily. A seasonally accurate weather map is provided, with the percentage of cloud cover constantly updated.

You can play either the full-length Campaign Game (which starts on August 1, 1943) or one of three Short Games (which lasts one month). In all scenarios, combat proceeds on a daily basis, with each day's action resolved in ten-minute pulses.

As the American General, you command the 8th Air Force in England and the 15th in Italy to fly daily raids. Twelve types of industrial centers spread across 91 German-occupied cities can be assigned as primary and secondary targets. Bomb such targets as U-boat pens, V-weapon sites, railyards, oil fields, and electric power plants.

You determine the take-off time, altitude, and number and types of groups per mission. Your bomber squadrons boast the legendary B-17 Flying Fortresses and B-24 Liberators. Their fighter escorts include P-38 Lightnings, P-47 Thunderbolts, or P-51 Mustangs. The effectiveness of your mission depends on weather, altitude, and enemy defenses.

As Germany's defender, you direct the Luftwaffe and its Junker, Messerschmitt, and Focke-Wulf interceptors. Defensive efficiency is a must because the Allies can rely on unlimited fuel resources, while you are hampered by a strategic limitation of aviation gas. Attack the enemy with any of five fighter tactics, including plane-launched rockets.

In this advanced simulation, weapons become available to each side at the same times they were actually developed in World War II. However, the Germans can accelerate the availability of new plane types such as the Me-262 jet by converting aircraft factories. Both sides can swap for newer planes to replace older models. The price for advanced technology is loss of time and pilot experience.

Test your combat skills at five levels of play. Challenge a friend, or direct the computer to play either or both sides. The computer handles all the staffwork, calculating efficiency ratings, tallying damaged planes, assigning replacements, and allocating fuel.

You are free to do what a general is paid to do — command.

Screen displays shown are from the APPLE®. Displays from other computer(s) may vary.

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MADE IN U.S.A.

48K
APPLE®
For the Apple-II with Applesoft ROM Card
II Plus like $ III
F-15E
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UNITED STATES ARMY AIR FORCE

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Gary Grubby, whose other works include "MAR DU RUSSIA", and KAMPFGRUPPE: ADVANCED LEVEL.

- Strategic game with day-by-day resolution of the daylight bombing campaign over Germany from August 1, 1943 to the end of the war.
- Three one-month short games and three and one-half month campaign game.
- 12 industrial target types and October 1, 1944 games beginning February 1, 1943, respectively.
- Optional rules for weather, target selection, and political limitations on USAAF targets.

MADE IN USA

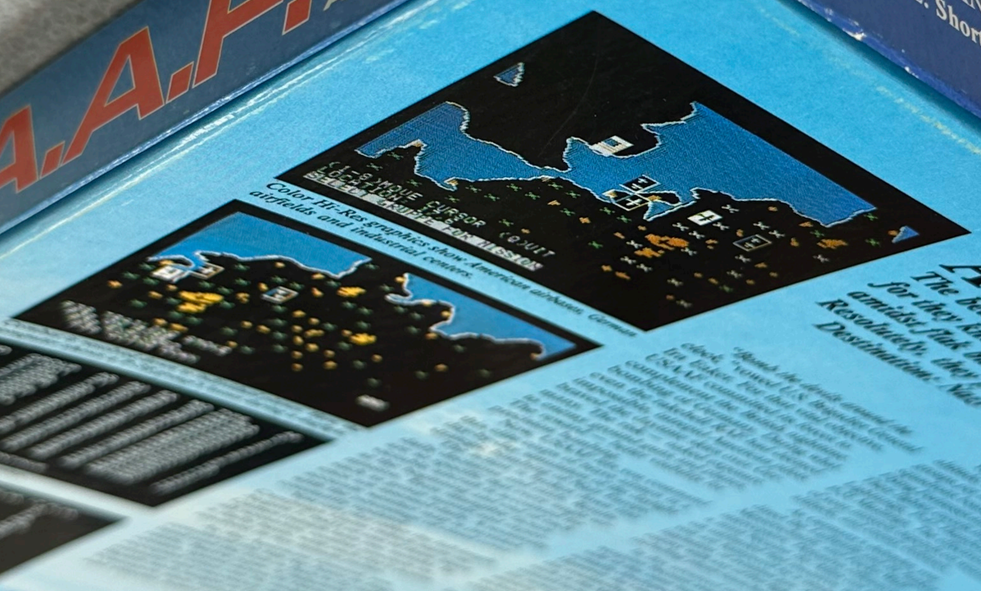
STRATEGIC SIMULATIONS, INC.

U.S.A.A.F.™
UNITED STATES ARMY AIR FORCE

U.S.A.A.F. was designed by Gary Grigsby, whose other works include SSI's NORTH ATLANTIC '86™, CARRIER FORCE™, WAR IN RUSSIA™, and KAMPFGRUPPE™.

■ PLAYING TIME: Short Games – 3 to 6 hours; Campaign Games – 50 to 200 hours. ■ ADVANCED LEVEL

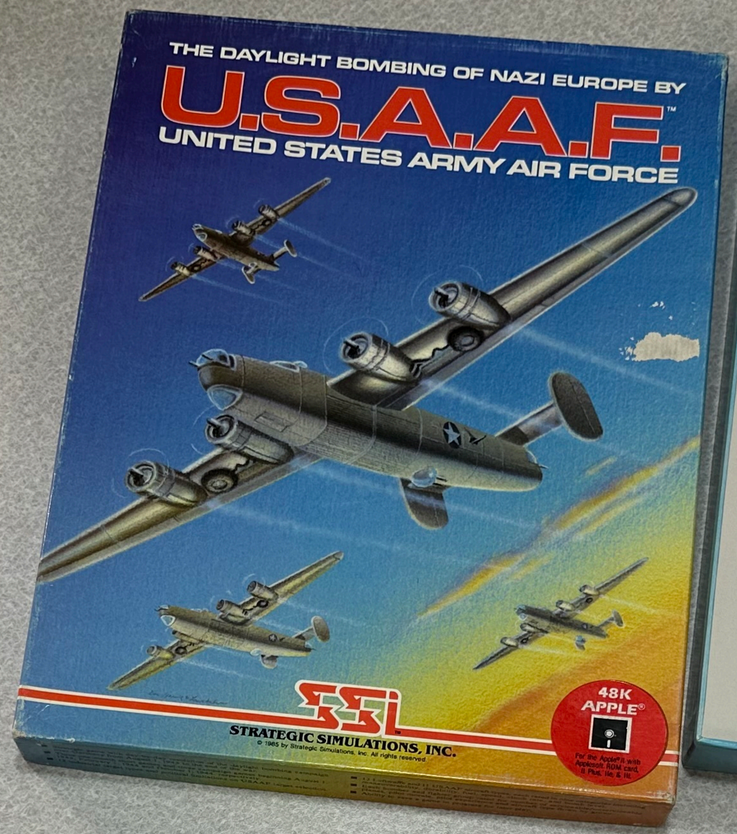
Box cover design/illustration by LOUIS HSU SAEKOW and BEN GAMBLE



Color Hi-Res graphics show American airbases, Germa[illegible] airfields and industrial centers.

As dawn's first rays streak across the sky, the old drone of bomb-laden B-17's is heard once more. The beauty of the morning offers the allies no cover, for they know that all too soon, flak bursts and the blaze of burning fighters will [illegible]. Resolutely, they prepare to run the gauntlet. Destination: Nazi Europe.

Inside the cockpit of the lead B-17, Major [illegible] checks his watch. Precisely at 0900 hours, the U.S. Army Air Force [illegible] will begin its assault on the Third Reich. Behind him, [illegible] bombers are assembled in combat formation. Above, [illegible] fighters provide cover for the bombers. Below, [illegible] fighters are ready to take off and engage the enemy.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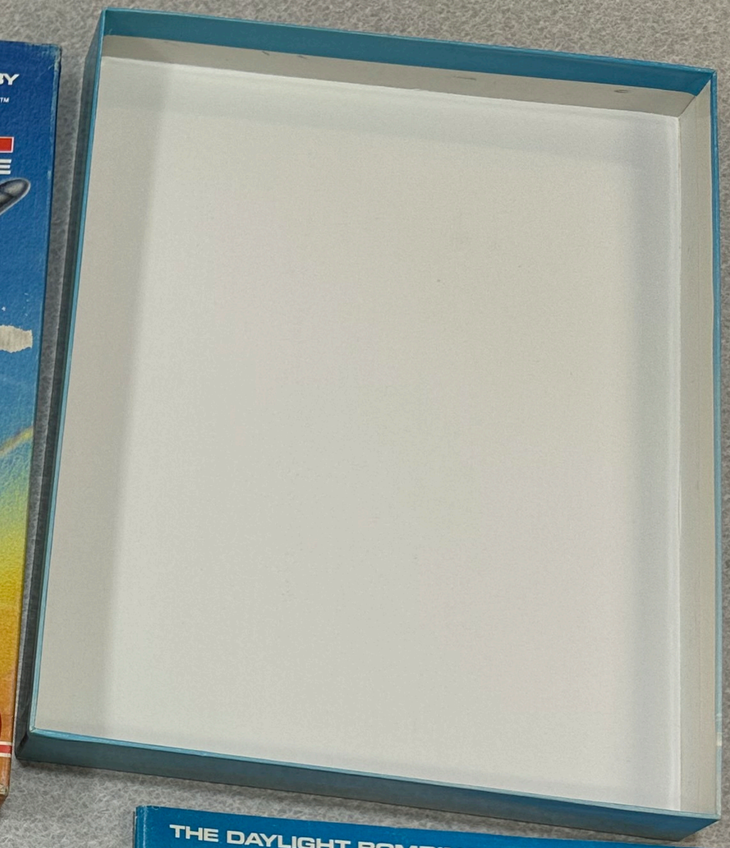
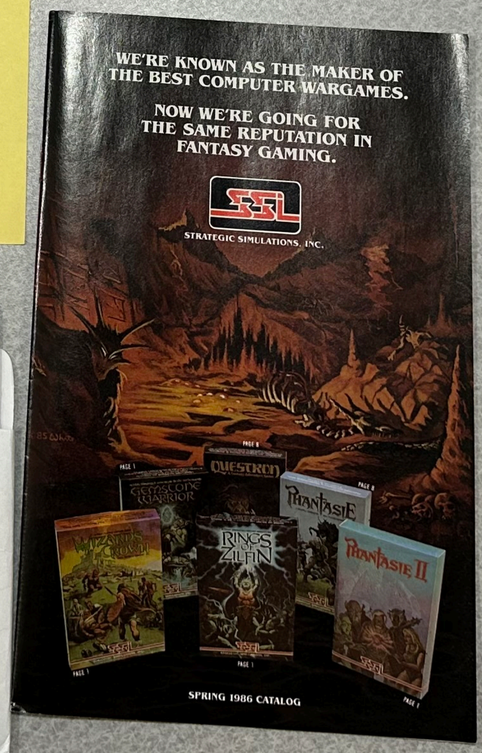


STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
   Playability 9 8 7 6 5 4 3 2 1
   Realism 9 8 7 6 5 4 3 2 1
   Excitement 9 8 7 6 5 4 3 2 1
4. Have you ever played a board wargame before? ☐ Yes ☐ No
5. Please comment on this game. Include games you would like to see in the future. _____
6. How many other SSI games do you own? _____
7. Where did you learn about this game?
   1) ☐ friend 4) ☐ magazine ad
   2) ☐ retail store 5) ☐ magazine review
   3) ☐ SSI catalog 6) ☐ other _____
   If magazine ad, which magazine? _____
8. Where did you purchase this game?
   1) ☐ computer store
   2) ☐ software store
   3) ☐ toy/hobby store
   4) ☐ bookstore
   5) ☐ department store
   6) ☐ SSI direct
   7) ☐ other mail order
   8) ☐ other _____
   Name, city, and state of store where game was purchased: _____
9. Name and address of a store where you would like to see SSI products sold. _____
10. If you wish to be placed on our mailing list and have never completed this section before, please write your name and address below: _____



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4. Have you ever played
☐ Yes ☐ No

5. Please comment on this game. Include games you would like to see in the future.

_____

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3) ☐ SSI catalog
4) ☐ magazine ad
5) ☐ magazine review
6) ☐ other _____

If magazine ad, which magazine?

_____

9. Name and address
like to see SSI products sold:

_____

_____

_____

10. If you wish to be placed on our mailing list *and have never completed this section before*, please write your name and address below:

_____

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APPLE®

FRONT SIDE:
Scenario Disk

U.S.A.A.F.

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ABO3

BACK SIDE:
Game Disk